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OR, AN  
EASY METHOD  
OF

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To which are added,  
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DUBLIN:

Printed for GEORGE and ALEXANDER EWING  
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# ARTIFICIAL MEMORY,

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An easy Method of assisting the ME-  
MORY of those that play at the  
Game of WHIST.

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## CH A P. XV.

I.

**P**LACE of every Suit in your Hand,  
the Worst of it to the Left hand,  
and the Best (in order) to the  
Right, and the Trumps in the like Or-

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der, always to the left of all the other Suits.

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### II.

If in the Course of Play you find you have the best Card remaining of any Suit, put the same to the left of your Trumps.

### III.

And if you find you have the second best Card of any Suit to remember, place it on the right of your Trumps.

### IV.

And if you have the third best Card of any Suit to remember, place a small Card of that Suit between the Trumps and that third best, to the right of the Trumps.

V. To



V.

To remember your Partner's first Lead, place a small Card of that Suit led in the middle of your Trumps, and if you have but one Trump, on the left of it.

VI.

When you deal, put the Trump turned up to the right of all your Trumps, and part with it as late as you can, that your Partner may know you have that Trump left, and so play accordingly.

VII.

*To find where, or in what Suits your Adversaries revoke.*

Suppose the two Suits on your right Hand to represent your Adversaries in

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the Order they sit, as to your right and left Hand:

When you suspect either of them to have made a Revoke in any Suit, clap a small Card of that Suit amongst the Cards representing that Adversary, by which means you record not only that there may have been a Revoke, but also which of them made it, and in what Suit.

If the Suit that represents the Adversary that made the Revoke, happens to be the Suit he revoked in, change that Suit for another, and, as above, put a small Card of the Suit revoked in, in the middle of that exchanged Suit, and if you have not a Card of that Suit, reverse a Card of any Suit you have (except Diamonds) and place it there.

VIII. As



VIII.

As you have a way to remember your Partner's first Lead, you may also record in what Suit either of your Adversaries made their first Lead, by putting the Suit in which they made that Lead, in the Place which in your Hand represents that Adversary, as either of your right or left Hand; and if other Suits were already placed to represent them, then exchange them for the Suits in which each of them makes his first Lead.

The foregoing Method is to be taken when you find it more necessary to record the Adversary's first Lead, than to endeavour to find out a Revoke.

*Additional*

*Additional Cases.*

## I.

WHEN it appears to you that the Adversaries have three or four Trumps remaining, and that neither you nor your Partner have any, never attempt to force one Hand to trump, and to let the other throw away a losing Card, but rather endeavour to find out a Suit in your Partner's Hand, in case you have no Suit in your own, by which means you prevent them from making their Trumps separate.

## II.

Suppose *A* and *B* are Partners against *C* and *D*, and suppose nine Cards are played out, and also suppose eight Trumps are played out; and further suppose *A* to have one Trump only, and suppose his  
Partner

Partner *B* to have the Ace and Queen of Trumps, and suppose the Adversaries *C* and *D* to have the King and Knave of Trumps between them, *A* leads his small Trump, *C* plays the Knave of Trumps; *Query*, whether *B* is to play his Ace or Queen of Trumps upon the Knave? *Answer*, *B* is to play his Ace upon the Knave, because *D* having four Cards in his Hand remaining, and *C* has only three, consequently it is four to three in *B*'s favour that the King is in *D*'s Hand; if we reduce the Number of four Cards in a Hand to three, the Odds then is three to two and if we reduce the Number of three Cards in a Hand to two, the Odds then is two to one in favour of *B*'s winning of a Trick, by putting on his Ace of Trumps; by the like Rule you may play all the other Suits.

IV. Let

## III.

Let us suppose you have the thirteenth Trump, and also the thirteenth Card of any Suit in your Hand, and one losing Card, and let us suppose you have only three Cards remaining; *Query*, Which of these Cards are you to play? *Answer*, You are to play the losing Card, because if you play the thirteenth Card first, the Adversaries knowing you to have one Trump remaining, will not pass your losing Card, and therefore you play two to one against yourself.

## IV.

Let us suppose that you have the Ace, King, and three small Cards in any Suit, which has never been played, and let us suppose that it appears to you that your Partner has the last Trump remaining;  
*Query*,

*Query*, How are you to play these Cards to your greatest Advantage? *Answer*, You are to lead a small Card in that Suit because it is an equal Wager that your Partner has a better Card in that Suit than the last Player; if so, and that there is only three Cards in that Suit in any one Hand, it follows that you win five Tricks in that Suit; whereas, if you play the Ace and King of that Suit, it is two to one that your Partner does not hold the Queen, and consequently, by playing the Ace and King it is two to one that you win only two Tricks in that Suit. This Method may be taken in case all the Trumps are played out, provided you have good Cards in other Suits to bring in this Suit, and you may observe that you reduce the odds of two to one against you, to an equal Chance by this Method of Play, and probably gain three Tricks by it.



## V.

If you choose to have Trumps played by the Adversaries, and that your Partner has led a Suit to you, of which you have the Ace, Knave, Ten, Nine, and Eight; or the King, Knave, Ten, Nine and Eight, you are to play the Eight of either Suit, which probably leads the Adversary if he wins that Card, to play Trumps.

## VI.

Suppose you should have a Quart-major in any Suit, with one or two more of the same Suit, and that it is necessary to let your Partner know that you have the Command of that Suit, in that Case, throw away the Ace of that Suit, upon any Suit of which you have none in your Hand to clear up his Doubts, because the Odds is in your Favour that neither of the  
Adver-



Adversaries have more than three of that Suit, the like Method may be taken if you have a Quart to a King, (the Ace being played out) you may throw away the King, also if you should have a Quart to a Queen, (the Ace and King being played out) you may throw away your Queen, all which lets your Partner into the State of your Game, and you may play by the like Rule in all inferior Sequences, having the best of them in your Hand.

VII.

There is scarcely any thing more commonly practised amongst moderate Players, in case the King is turned up on their left Hand, and that they have the Queen and one small Trump only, to play out their Queen, in hopes their Partner may win the King if it is put on; not considering that it is about two to one that  
their

their Partner has not the Ace, and admitting he has the Ace, they do not consider that they play two Honours against one, and consequently weaken their Game, the necessity only of playing Trumps shou'd oblige them to play thus.

## VIII.

*A Case which frequently happens.*

*A* and *B* are Partners against *C* and *D*, all the Trumps are played out except one which *C* or *D* has. *A* has three or four winning Cards in his Hand of a Suit already played, with an Ace and one small Card of another Suit. *Query*, Whether it is *A*'s best Play to throw away one of his winning Cards, or the small Card to his Ace-suit? *Answer*, it is his best Play to throw away one of his winning Cards, because if his right-hand Adversary plays  
to

to his Ace-suit, he has it in his Power to pass it, and consequently his Partner *B* has an equal Chance to have a better Card in that Suit than the third Hand; if so, and that he has any forcing Card, or one of his Partner's Suit to play to him, in order to force out the last Trump, his Ace remaining in his Hand, brings in his winning Cards; whereas, if *A* had thrown away the small Card to his Ace-suit and that his right-hand Adversary had led that Suit he had been obliged to put on his Ace, and consequently had lost some Tricks by this Method of Play.

IX.

Suppose ten Cards have been played out, and suppose it appears very probable, that your left-hand Adversary has three Trumps remaining, viz. the best and two small ones; and suppose you have

B

two

two Trumps only, and that your Partner has no Trump, and suppose your right-hand Adversary plays a Thirteenth or some other winning Card; in that Case pass it, by which Means you gain a Trick.

## X.

In order to let your Partner into the State of your Game, let us suppose you to have a Quart-Major in Trumps (or any other four best Trumps) if you are obliged to trump a Card, win it with the Ace of Trumps, and then play the Knave, or win it with the highest of any other four best Trumps, and then play the lowest, which clears up your Game to your Partner, and by such a Discovery it may be the Means of winning many Tricks; you may practise the like Rule in all the other Suits.

## XI. If

XI.

If your Partner calls at the Point of Eight, before his time, you are to trump to him, whether you are strong in Trumps or Suits, or not, because, as he Calls before he is obliged to do so, it is a Declaration of his being strong in Trumps.

XII.

Suppose your right-hand Adversary turns up the Queen of Clubs, and suppose when he has the Lead, he plays the Knave of Clubs, and suppose you have the Ace, Ten, and one Club more, or the King, Ten, and one small Club. *Query*, When he leads his Knave whether you are to win it, or not? *Answer*, You are not to win it, because it is an equal Wager, when he leads his Knave of Clubs, you not having the King, that your



Partner has it; also, it is an equal Wa-  
ger when he leads his Knave of Clubs,  
you not having the Ace, that your Part-  
ner has it, and consequently you gain a  
Trick by passing it; which cannot be  
done if you either put on your King or  
Ace of Clubs.

## XIII.

*A Case for a Slam.*

Let us suppose *A* and *B* Partners against  
*C* and *D*, and let us suppose *C* to Deal,  
and let us suppose *A* to have the King,  
Knave, Nine, and Seven of Clubs, they  
being Trumps; a Quart-major in Dia-  
monds, a Terce-major in Hearts, and the  
Ace and King of Spades.

Let us suppose *B* to have nine Dia-  
monds, two Spades, and two Hearts.

Also



Also let us suppose *D* to have the Ace, Queen, Ten, and Eight of Trumps, with nine Spades.

And let *C* have five Trumps and eight Hearts.

*A* is to lead a Trump, which *D* is to win, and *D* is to play a Spade which his Partner *C* isto trump: *C* is to lead a Trump, which his Partner *D* is to win, then *D* is to lead a Spade, which *C* is to trump, and *C* is to play a trump, which *D* is to win, and *D* having the best Trump is to play it; which done, *D* having seven Spades in his Hand wins them, and consequently Slams *A* and *B*.

*James A. Smith*  
*A Treatise on Whist*

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